

GAME MANUAL MANUEL DE JEU

EUROPEAN
SOCCER
CHALLENGE



TELEGAMES

1 TO 2 PLAYERS
UP

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GETTING STARTED

The 'European Soccer Challenge' is a game for one or two players.

- 1 With your Lynx system off, insert the game card as described in the Lynx Owner's Manual.
- 2 Press ON. The 'Telegames' and 'European Soccer Challenge' opening screens appear, followed by the Game Setup display. Press A or B at any time to skip the introductory screens.

Note: To press a button, press and release the button quickly. To hold down a button, hold the button down for at least one second.

COMLYNX SCREEN

Shows one or two Lynxs', if you want to enter more than one team into the Cup, or play a 2-player friendly match, you need to connect 2 machines on this screen.

You can return to this screen at any time during the game by pressing the "pause" and option 1 buttons together.

To continue press button A or B.

SPECIAL NOTE!

Most Lynx products contain a standard feature that causes the game to turn itself off if left unattended after 5 minutes on batteries, and after 1 hour on the AC power supply.

Since Soccer has many rounds in the Challenge Cup mode, it was decided that this feature could interfere with advanced levels of play and it was therefore removed.

Please remember, your Lynx will not turn itself off if left unattended!

MAIN MENU SCREEN

Move the balls with the direction buttons to select the items from the menu. Press button A or B to choose an item.

ENTER PASSWORD

Allows you to resume a competition from the point where the password was given. Use the following method to enter the password.

- * Move the cursor around with the direction pad.
- * Holding down button A you can change the letter under the cursor. (Left/Right steps through letters one at a time, Up/Down steps 8 at a time)
- * Pressing button B clears the character at the cursor.
- * OPTION-1 will use the password you have entered. If you have entered it correctly then you will move onto the competition menu, if you have made a mistake then a message will appear at the bottom of the screen.
- * OPTION-2 will return you to the Main Menu Screen and ignore the password.

NOTE: Passwords which were displayed when 2 machines were linked and more than one team was entered into the competition will be disallowed if only one machine is being used.

When a password is correctly entered the options are not restored from the previous game so you need to set up the options before entering a password.

OPTIONS SCREEN

Move cursor up and down to the option you want to change and move left or right to change it.

DIFFICULTY

This affects your level of control over the players' actions during the match.

- * Easy Tackles are made automatically when your player is within range of the opponent who has posession. Pressing Volley/Header button will only cause your player to react, if he can get the ball.
- * Normal The computer will still automatically tackle if you go very close, but you can use the tackle button to attempt a tackle from further away, and you can succeed in gaining posession or kicking the ball away from your opponent. The Volley/Header button will attempt the manouver however far away the ball is.
- * Hard All tackles need to be made by pressing the button.

MATCH LENGTH

Allows you to alter the time taken for each match between 4 minutes and 90 minutes.

CONTROL METHOD

Allows you to change the function of the buttons during the match. You choose which buttons are used for high kicks and low kicks. The buttons also have other functions depending on the situation.

High Kick Button (Default-Button B) will also do a sliding tackle, if your player does not have the ball.

Low Kick Button (Default-Button A) will attempt a tackle if your opponent has the ball or will attempt a volley if the ball is free and low down. It will attempt a header if the ball is in the air.

EXIT

Press button A or B on Exit to return to the main Menu Screen.

NOTE: When you restart a game by pressing pause and option 1 together the option will return to their default settings.

PLAY FRIENDLY

Allows you to play a game against a computer controlled team or against another player (if you have 2 machines connected).

You are asked to choose two teams, each team must be from a different country. The first team chosen will be the home team.

To choose each team, first select the country by moving left or right with the cursor over the country name near the top of the screen. Then press down to move the cursor over the team name and select the team by pressing left and right. Press button A or B to use that team.

Next you will be asked to select the formation for your team. If there are cursors on your screen next to the formation then your machine will control that team. You can change formation by pressing left and right. If you have linked 2 machines and you want your machine to control the other team, then you can press option 1. When you (and your opponent on 2 machines) are happy with your choice then press button A or B to start the match.

PLAY TOURNAMENT

This will start a new championship. If you have two machines linked then you will be able to choose how many teams are to be controlled (if you only have one machine then you can enter one team).

Next you will have to choose the teams which you want to be controlled. Each of these teams must be from a different country.

After selecting the teams you will be presented with the competition menu.

COMPETITION MENU

From here you can examine the current state of the draw, look at the password so that you may resume the contest at a later date or play your next match in the Cup.

VIEW PASSWORD

This will show you the password which can be used to return the state of the competition to its current situation. You should enter the password exactly as it appears on this screen.

VIEW ROUND

This shows the matches to be played in the current round of the Cup Competition. The match at the top of the screen is the next one to be played. Teams which are being controlled will be highlighted.

In rounds which are played over 2 legs (ie the 1st 3 rounds) the results of the first leg will be displayed during the second leg matches.

You can scroll the list of matches up and down with the direction pad. Press button A or B to return to the Competition menu.

NAMES

Players names are generated by the computer and do not intend to represent actual players or teams.

PLAY NEXT MATCH

This starts the next match in which a controlled team is involved. You will first be asked to choose your teams formation.

The player who pressed his button on the Play Next Match option will be controlling the team, if both teams in the match are controlled, the player who pressed the button will control the home team (the one at the top) by either player pressing option 1 during formation selection.

You can select the formation for the team that you control by moving left and right. When both players are happy with their formation press A or B to start the match.

NOTE: If both playing teams have similar colours, the away team usually changes to its away playing strip.

ARCADE GAME

Here is a description of how the game is played. See also the descriptions of "Difficulty" and "Control Method" in the options screen section.

- * You control the player on your team with arrows under his feet.
- * Run around using the direction pad.
- * When you have the ball and you want to kick it, hold down either button A or B (for high or low kick). The player will continue running in the same direction while the button is pressed, choose the direction you wish to kick with the direction pad. The longer the button is held down, the more powerful the kick will be. Release the button to kick the ball.
- * For a quick powerfull kick you can use a quick "stab" at the button.
- * To put curl on a kick, move the pad in the direction that you want the ball to curl towards immediately after you have kicked it. So if you had just kicked to the left and held th pad down, the ball would curl down the screen.
- * If your team has a corner, free-kick or throw-in then a cross-hair cursor will appear. Move this cursor with the direction pad to the point you want the Kick/Throw to aim then press A or B to take the shot.

- * If your team has a penalty then you control where the ball is aimed. Imagine you are standing behind the player taking the kick, hold the direction pad left, right or centrally for the side of the goal to aim for. If you want to keep the ball low then you must also hold the direction pad down. Press the button (A or B) to take the kick.
- * If your team concedes a penalty, then you control the direction in which your goalkeeper will dive. Imagine that you are standing behind the goalkeeper, move the direction pad in the direction you wish him to dive. When the ball is struck the goalkeeper will make his dive.
- * **YOU CAN QUIT THE MATCH AT ANY TIME BY PRESSING BOTH OPTION 1 AND OPTION 2 TOGETHER, BUT YOU WILL LOSE THE MATCH.**
- * The game can be paused and restarted with the pause button. Only the person who paused the game can restart it.

THE COMPETITION

You will be taking part in the European Cup. 32 teams take part, one from each of 32 European Countries. The competition takes the form of a knockout contest.

The first 3 rounds are played over 2 legs, one home leg for each team. At the end of the 2nd leg the winner is decided on the Aggregate Score. If this is equal, the winner is decided on which team scored the most goals in their away leg. If the teams are still tied, extra time is played (2-15 minute periods of extra time). Matches which are still equal after extra time will be decided on a penalty shootout, each team takes 5 penalties and whoever scores the most is the winner. If after 5

penalties each, the score is still equal they continue taking penalties until one team scores and the other misses

The semi finals and final are played over only 1 leg on neutral territory. If it's a draw after 90 minutes then again extra time and penalties will be used.

SCREEN DISPLAY

During the Arcade game the following information appears on the screen

SCORE: Displayed at the top of the screen. The team defending the left goal has their score printed on the left

AGGREGATE During the 2nd leg matches, the aggregate score is shown below the match score

SET PIECE: Near the bottom left hand side of the screen the set piece will be shown (ie corner, free kick etc)

PLAYER NAME: The name of the player with the ball is shown below the set piece.

TIME: The time played in the current half is shown in the bottom right of the screen

FUN OF DISCOVERY

As in the real game different stadiums, pitches and crowd support can create unusual or exceptional action - watch out for wind-assisted kicks, ball bouncing off uneven pitch, abandoned game due to weather or pitch deterioration. Game also may be stopped if too many fouls are made by any team.

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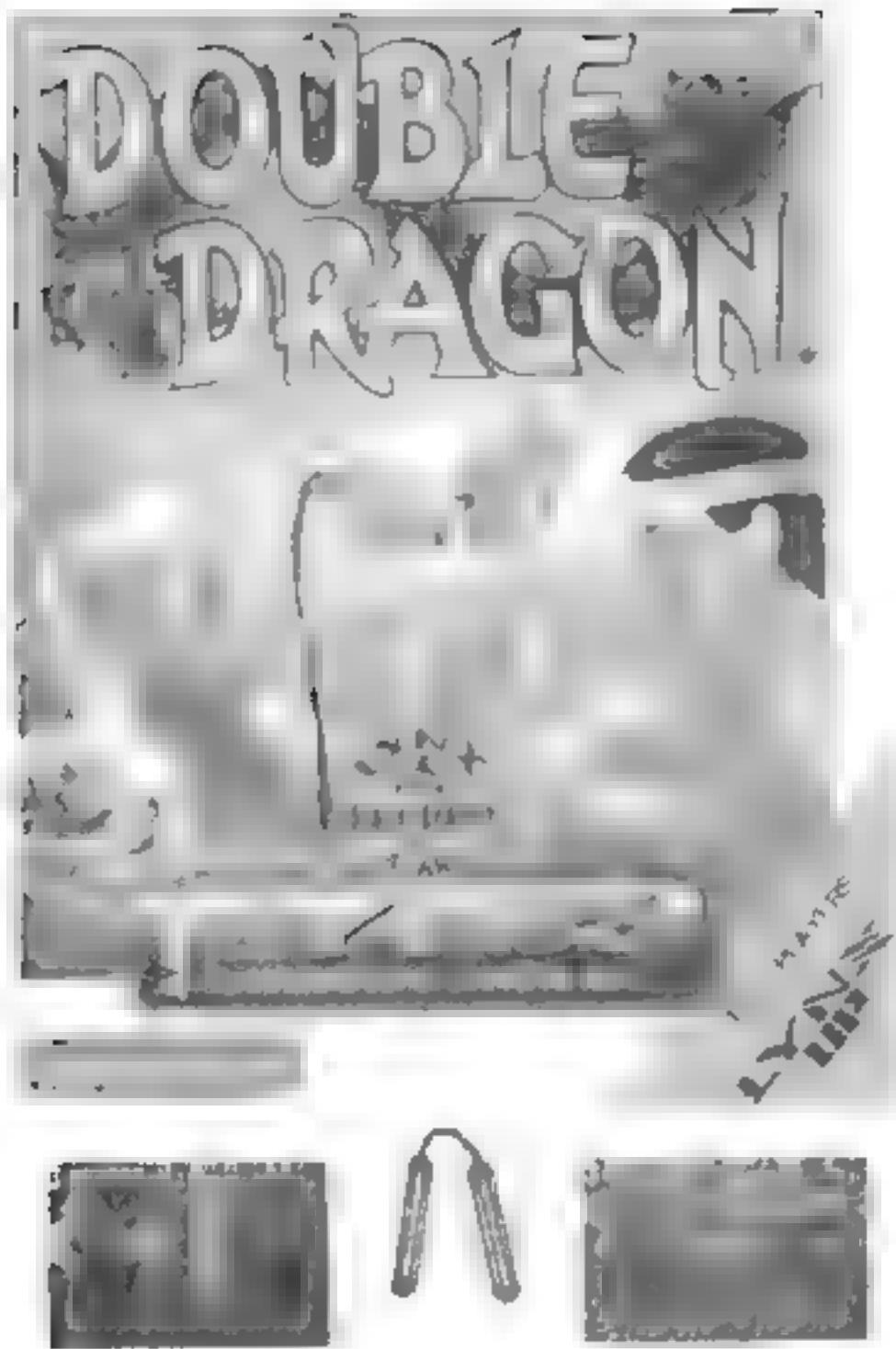
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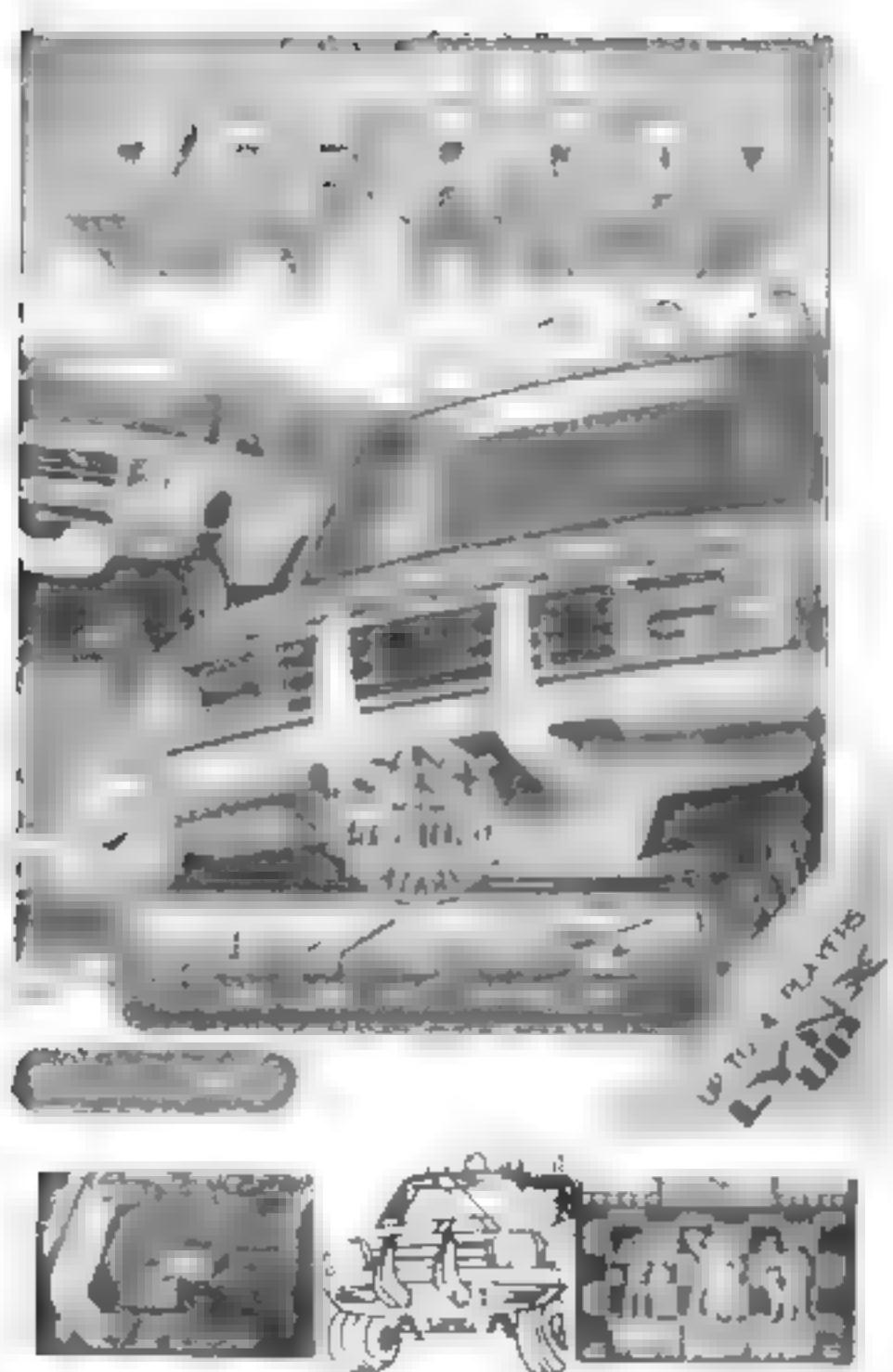
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DOUBLE DRAGON Twin brothers use unique combination of martial arts, various weapons and street smarts to rescue their friend Mike from the Black Dragons, the largest and恶毒的 mob in the mysterious shadow city. Non-stop action in one of the world's classic games now in your hands.

DOUBLE DRAGON Deux frères jumeaux sont une Renaissance des arts martiaux avec leurs armes variées pour sauver leur ami Mike de la ville des dragons noirs, le plus grand et malveillant gang de la mystérieuse ville des dragons. Action non-stop dans l'un des jeux classiques du monde maintenant dans vos mains.

DOUBLE DRAGON Achtung! Die beiden jungen Jungs sind wahre Kämpfer aus dem Kung-fu-Spiel. Sie und Ihre Freunde können mit den Händen oder Waffen gegen die Böse zu kämpfen. Die außergewöhnliche Art Eingang verleiht Dir zusätzliche Kombinations- und Waffen-Ketten. Von jetzt an bist Du ein der erfolgreichsten Kämpfer des Landes!

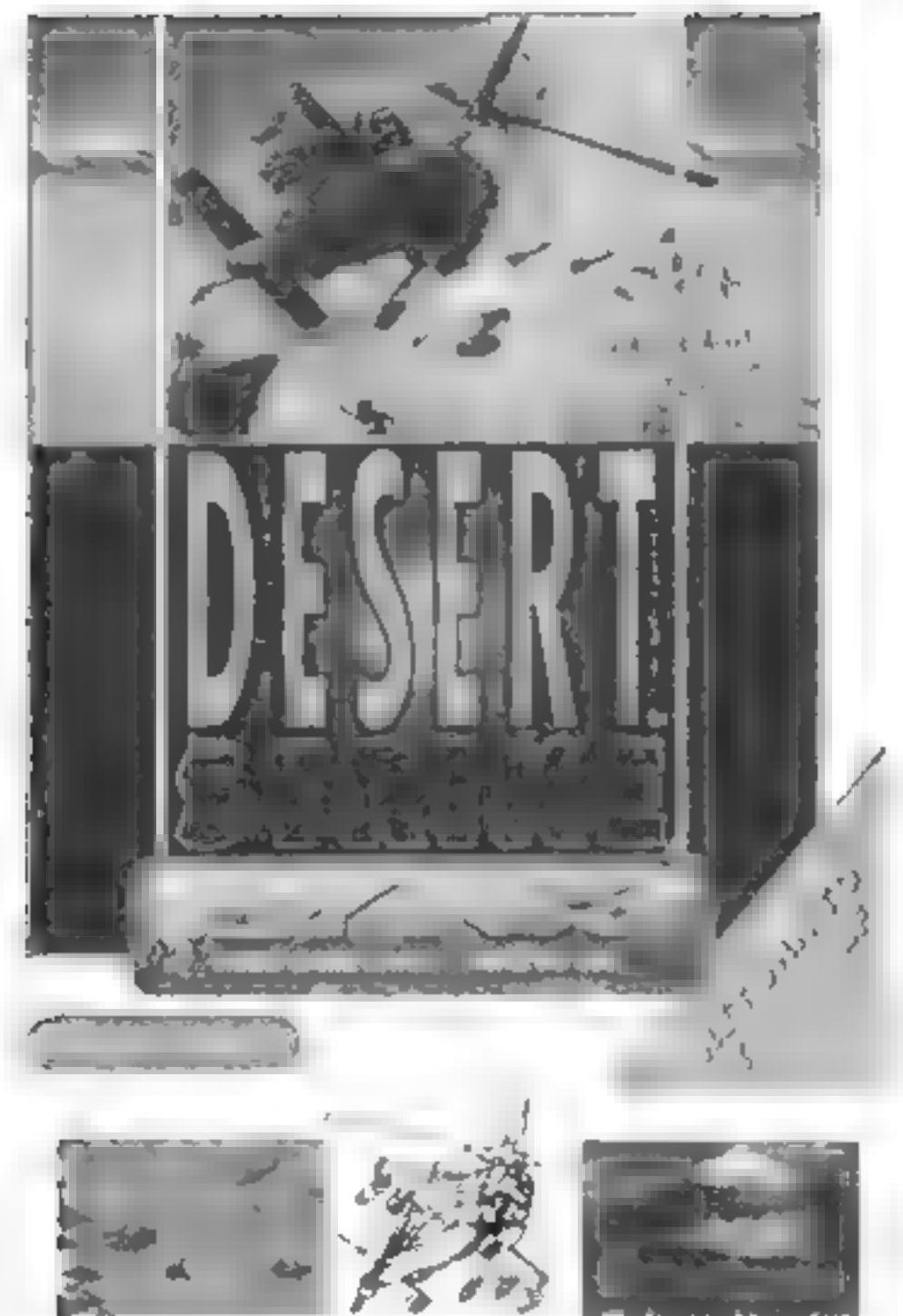


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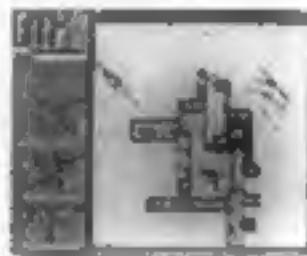
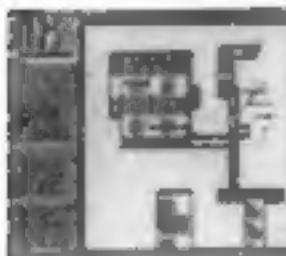
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KRAZY ACE MINIATURE GOLF Un échappé pour faire une partie de golf dans les jardins des lions, des gorilles et des animaux mystérieux se déroulent dans tous les coins de la jungle. Votre plaisir de jeu sera plus excitant.

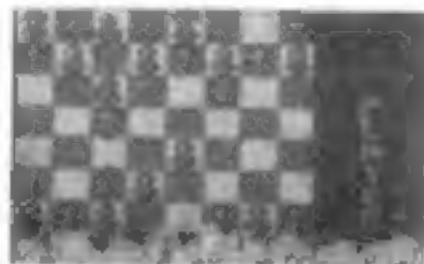
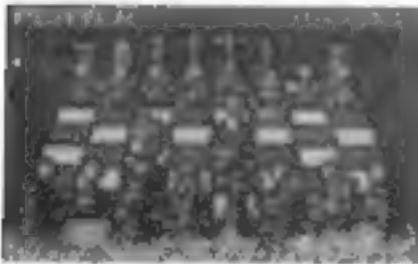
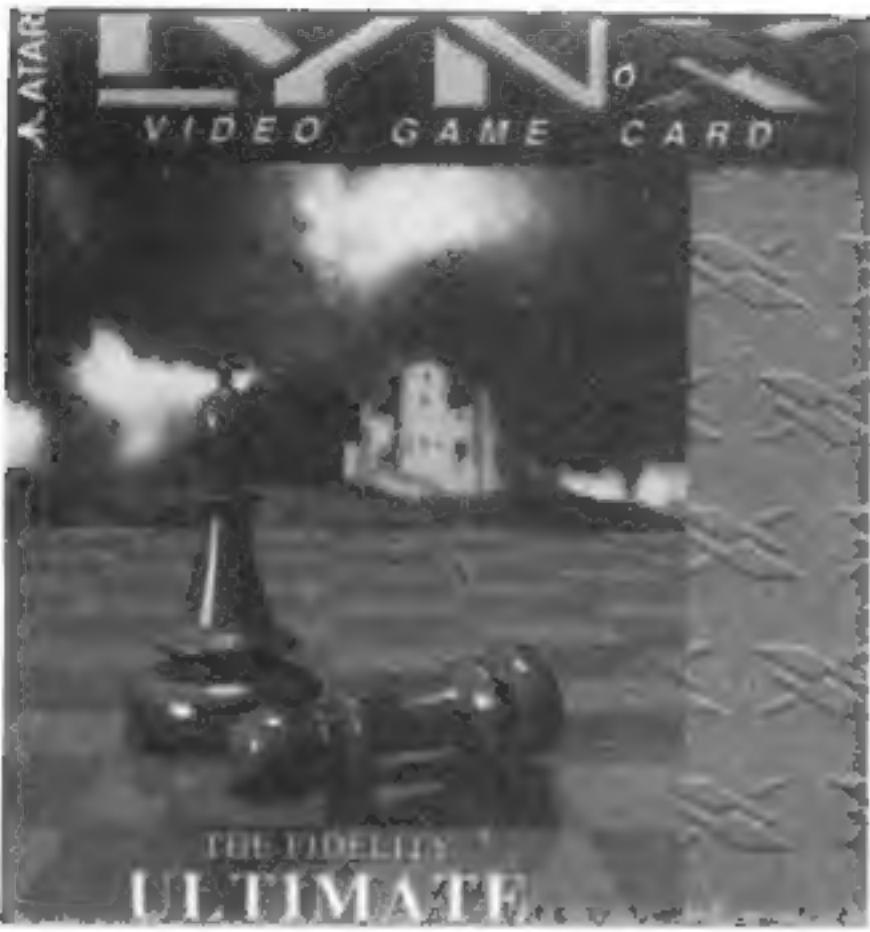
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QIX: Attempt to neutralize the mutant QIX and its offspring, the Spanx, by claiming their territory before they destroy you. The practice mode will hone your skill; you never play the same game twice.

QIX: Neutralisez le mutant QIX et ses rejetons, les Spanx, en occupant leur territoire avant qu'ils ne vous détruisent. Le mode pratique augmentera votre habileté; vous ne jouerez jamais la même partie deux fois.

QIX: Du versuchst den Mutanten Qix und seine Gefolgschaft, die Spanx, zu vernichten. Dazu übernimms Du ihr Territorium, bevor sie Dich zerstören. Im Übungs-Modus kannst Du trainieren, da jedes Spiel anders ausgeht.



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Il faut y jouer pour le croire!

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